**Team Name:**

The Coding Company

**Team Members:**

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List of Objects

**Entity Objects**

1. **Account**

The account object represents the user. It contains the user’s information such as name, e-mail and reputation. An account is unique to every user and contains information only the owner can view. If the user wants to login, he or she can use the their ID and password which is tied to their user account.

1. **Chatroom**

A Chatroom object represents the lecture that is taking place. It is where the majority of the activity will take place. Chatrooms are populated by account and comment objects. They allow students and teachers to interact with each other by posting messages. A chatroom can only be created by an instructor account.

1. **Comment**

A comment object represents information that a user is sharing with others in the chatroom. A message consists of the text that the user input and a time stamp.

1. **Notification**

A notification object represents information that is sent to the user when certain events (e.g. chat room created, comment upvoted, profanity check unapproved) happen.

**Boundary Objects**

1. **DatabaseBoundary**

The database boundary object interacts with the database in order to retrieve and edit information from the database such as e-mails and passwords during login and registration activities

1. **ChatroomBoundary**

The chatroom boundary object interacts with the user when they want to enter a chatroom and post comments into it. This boundary also handles notifications that have to do with replies and comment votes

1. **DataBoundary**

The data boundary interacts with the user when they want to either register a new SpeakUp account, log into an existing one, or update their information. It asks for user information such as e-mail and password and relays it to the database boundary

1. **UserBoundary**

This boundary is the default interface for the app. It is the first thing that the user sees when they log on. It contains the user’s information and directs to other boundaries

**Control**

1. **DataControl**

This object handles the login and registration of user accounts. It relays information between boundaries and the database in order to add, remove and verify information from the database.

1. **CommentControl**

This object controls the adding and removing of the comment being posted. It allows the user to post comments in the chatroom or remove the comments if necessary. And it will also manage the reputation points a comment receives. It also checks for inappropriate content in the comment.

1. **ChatroomControl**

This object controls the creation and deletion of a chatroom. It handles the access code verification and generation processes. It will also handle functionality unique to the instructor account such as viewing the class list and removing a student.

**4. UserControl**

This control object handles the reputation and notification systems. It will tally the reputations of a comment and add them to the user’s total reputation. It will also check to see if any actions warrant a notification and send it to the user if necessary.